

**Amendments to the Claims:**

The following listing of the claims will replace all prior versions of the claims in the application:

**Listing of Claims:**

1-5. (canceled)

6. (currently amended) A method for providing a broadcast of content to one or more receivers via a communication network, comprising the steps of:

- a) receiving the broadcast on at least one global multicast channel;
- b) associating at least one local multicast channel with the at least one global multicast channel;
- c) receiving a request signal from the receiver to receive the broadcast;
- d) connecting the receiver to the at least one local multicast channel;
- e) routing the broadcast from the at least one global multicast channel to the at least one local multicast channel to provide the broadcast to the receiver;  
wherein the at least one local multicast channel comprises an IP address;
- f) inserting the broadcast into the at least one global multicast channel;
- g) transmitting the broadcast at the at least one global multicast channel from a global server to a local server;

wherein the at least one global multicast channel is a plurality of global multicast channels, and the at least one local multicast channel is a plurality of local multicast channels;

wherein the broadcast is inserted into a first global channel of the global multicast channels;

wherein the first global channel is associated with a first local channel of the local multicast channels;

wherein the receiver receives the broadcast from the first global channel on the first local channel;

wherein the broadcast is inserted into the first global channel by the global server;

wherein the global multicast channels are received by the local server;

~~The method according to claim 5, further comprising the steps of:~~

- h) at the global server, inserting a further broadcast of content into a second global channel of the global multicast channels;
- i) receiving a request from the receiver to receive the further broadcast from the local server;
- j) if the second global channel is not available to the local server, obtaining access for the local server to the second global channel;
- k) after step (i), associating the second global channel with a second local channel of the local multicast channels; and
- l) providing the further broadcast to the receiver by connecting the receiver to the second local channel and routing the further broadcast from the second global channel to the second local channel.

7-21. (canceled)

22. (previously presented) A method for providing and maintaining a real-time broadcast to a wireless receiver on a communications network, comprising the steps of:

- a) providing the real-time broadcast into the receiver in a first subnet using a multicast communication;

- b) receiving, from the wireless receiver prior to leaving the first subnet, a request to receive the real-time broadcast in a second subnet, such that the second subnet receives the real-time broadcast after the request, so as to move the real-time broadcast from the first subnet to the second subnet;
- c) after receiving the request from the wireless receiver, providing the real-time broadcast to the wireless receiver in the second subnet using the multicast communication; and
- d) stopping the transmission of the real-time broadcast in the first subnet after receiving the request from the receiver.

23. (canceled)

24. (original) The method according to claim 22, wherein the wireless receiver includes an Internet Protocol (IP) interface which enables the receiver to receive the real-time broadcast via an IP-type multicast communication.

25. (original) The method according to claim 22, wherein the real-time broadcast is received on at least one global multicast channel, and further comprising the steps of:

- e) associating at least one local multicast channel with the at least one global multicast channel; and
- f) establishing communication to the wireless receiver over the at least one local multicast channel, and wherein the real-time broadcast is provided to the wireless receiver by routing the real-time broadcast from the at least one global multicast channel to the at least one local multicast channel.

26. (original) The method according to claim 22, wherein normal content of the real-time broadcast has at least one break at a respective time and for a respective duration, and further comprising the steps of:

e) inserting respective predefined content into the real-time broadcast during the at least one break in the normal content; and

f) providing the real-time broadcast to the wireless receiver after the respective predefined content is inserted into the real-time broadcast during the at least one break in the normal content.

27.-29. (canceled)

30. (previously presented) A receiver, comprising:

a tuner receiving at least one of a radio broadcast and a television broadcast;

an Internet Protocol-type communication device configured to receive a real-time Internet Protocol broadcast via a multicast communication;

a switching device switchably coupled between the tuner and the Internet Protocol-type communication device; and

the tuner presenting categorized broadcasts to a user such that the user can select the broadcast to receive, wherein the switching device is switchable between a first state and a second state, the first state enabling the tuner to receive broadcast signals, the second state enabling the Internet Protocol-type communication device to receive Internet Protocol type data using the multicast communication,

wherein the receiver is wireless, and the Internet Protocol-type communication device receives the real-time broadcast in a first subnet using the multicast communication,

wherein, prior to the wireless receiver moving from the first subnet to a second subnet, the Internet Protocol-type communication device transmits a request to receive the real-time broadcast in the second subnet;

wherein the second subnet receives the real-time broadcast after the request, and

wherein, after transmitting the request, the Internet Protocol-type communication device receives the real-time broadcast in the second subnet by utilizing the multicast communication.

31-35. (canceled)

36. (previously presented) A software arrangement configured to facilitate and maintain a real-time broadcast to a wireless receiver on a communications network, wherein, in operation, the software arrangement configures a processor to perform the steps comprising of:

- a) providing the real-time broadcast into the receiver in a first subnet using a multicast communication;
- b) receiving, from the receiver, a request to receive the real-time broadcast in a second subnet, such that the second subnet receives the real-time broadcast after the request, so as to move the real-time broadcast from the first subnet to the second subnet;
- c) after receiving the request from the receiver, providing the real-time broadcast to the wireless receiver in the second subnet using the multicast communication; and
- d) stopping the transmission of the real-time broadcast in the first subnet after receiving the request from the receiver.

37. (canceled)

38. (previously presented) A method for providing and maintaining a real-time broadcast to a wireless receiver on a communications network, comprising the steps of:

- a) providing the real-time broadcast into the receiver in a first subnet using a multicast communication;
- b) receiving, from the wireless receiver, a request to receive the real-time broadcast in a second subnet while configuring an address in said second subnet, such that the second

subnet receives the real-time broadcast after the request, so as to move the real-time broadcast from the first subnet to the second subnet;

- c) after receiving the request from the wireless receiver, providing the real-time broadcast to the wireless receiver in the second subnet using the multicast communication; and
- d) stopping the transmission of the real-time broadcast in the first subnet after receiving the request from the receiver.

39. (previously presented) The method according to claim 38, wherein the wireless receiver includes an Internet Protocol (IP) interface which enables the receiver to receive the real-time broadcast via an IP-type multicast communication.

40. (previously presented) The method according to claim 38, wherein the real-time broadcast is received on at least one global multicast channel, and further comprising the steps of:

- e) associating at least one local multicast channel with the at least one global multicast channel; and
- f) establishing communication to the wireless receiver over the at least one local multicast channel, and wherein the real-time broadcast is provided to the wireless receiver by routing the real-time broadcast from the at least one global multicast channel to the at least one local multicast channel.

41. (previously presented) The method according to claim 38, wherein normal content of the real-time broadcast has at least one break at a respective time and for a respective duration, and further comprising the steps of:

- e) inserting respective predefined content into the real-time broadcast during the at least one break in the normal content; and

f) providing the real-time broadcast to the wireless receiver after the respective predefined content is inserted into the real-time broadcast during the at least one break in the normal content.